MODERN BRIDGE

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by

"SLAM"

WITH

THE LAWS OF BRIDGE

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WITH

THE LAWS OF BRIDGE

AS APPROVED BY THE PORTLAND AND TURF CLUBS

BY

"BOAZ"

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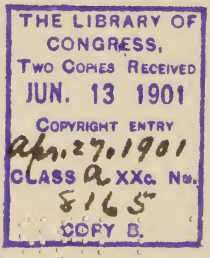

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INTRODUCTION

Bridge, known in Turkey as 'Britch,' may best be described as a variation of Dummy Whist although more resembling the Russian 'Vint' perhaps, than any other game.

It has been played in South-Eastern Europe, in its present form, ever since the early sixties, and from there travelled, firstly to France, and secondly to America, before being introduced into this country by Lord Brougham some seven years ago. Its popularity was soon assured, and it has, without doubt, already established itself as a successful rival of its more sedate predecessor — Whist.

The reason of this is not difficult to find; for, while affording quite as much scope for the skill of the accomplished player as Whist, Bridge is, to use a modern colloquialism, much the more sporting game of the two.

The expression 'sporting,' however, must by no means be understood to convey the idea that Bridge is a gambling game. As a matter of fact, it is even less so than Whist, where the chance holding of honours scores so much more heavily.

Exception may be taken — and possibly with some reason as far as the actual playing of the hands is concerned — to the assertion that Bridge offers as much scope for skill as Whist. But the 'declaration' affords such opportunities for the exercise of judgment, and is such an important factor in the game, that taking Bridge as a whole, it will be found to be quite as scientific as Whist, while offering far more variety.

It is this endless variation that makes it so difficult to lay down any hard and fast lines for the guidance of beginners, and it is only after considerable discussion with many of our most experienced players that the author has ventured to do so.

Wherever illustrative hands are given it is

most strongly recommended that the actual cards should be used in following them out.

The writer has gone very fully into the game as played upon the principle of an opening lead from a short suit, when weak in trumps, and holding no high card sequence, in a plain suit. The expression 'short suit' in this case being, as a general rule, understood to mean either a strengthening card, a singleton, or the higher of two cards of a suit, in which (taking into consideration the state of the score, and the position of the declaration) the original leader's partner probably holds some considerable strength.

Such a lead of a 'short suit' has always been a recognised principle upon which to play Bridge, both upon the Continent and in America.

When first the game was introduced into this country it was played upon the Whist lines of an opening lead from the longest or strongest suit, irrespective of what cards that suit contained, or what trump strength the original leader held. There is not a doubt, however,

that, after some years' experience, all our foremost players now play upon Continental and American lines, and have adopted the principle of what, for want of a better expression, must be termed 'the short suit original lead.'

Although 'Knave' is the more generally accepted expression in England, the writer has thought it advisable to adopt the American expression 'Jack,' his principal reason being that he is thus enabled to designate by a single letter each picture card in his illustrative hands.

The laws issued in connection with this treatise are published by kind permission of Messrs. Thos. De La Rue & Co., Ltd., and are the laws of the game as compiled by 'Boaz,' and adopted by the Portland and Turf Clubs of London.

In conclusion, the author wishes to thank the many friends who have so kindly assisted him in compiling this volume.

DESCRIPTION OF THE GAME

The game may be played by two, three, or four players; the latter is the most usual. The general laws governing Bridge are practically the same as in Dummy Whist.

For the four-handed game the partnerships and the deal are, as at Whist, settled by the cutting of the cards. The player who cuts the lowest card deals, his partner facing him at the table.

The dealer must not turn up the last card, nor expose it in any way.

As at Whist, whichever of the opposing parties first wins two games wins the rubber.

The game is won with 30 points, but any points obtained above that number are credited to the score, and count towards the final total.

The dealer, after looking at his hand, has the right either of declaring any suit to be trumps,

of declaring 'No-Trumps' (*sans atout*, the French expression, being often used), or of passing the declaration to his partner, who must then, in his turn, either declare a suit to be trumps, or 'No-Trumps.'

Unlike Whist, the games are won by tricks alone (the scoring of honours will be subsequently explained).

Every trick over six counts towards the game-score of the winners, the value of each such trick being determined by the trump declaration of the dealer or his partner.

When 'No-Trumps' are declared, each trick above six counts 12 points.

When 'Hearts' are declared, each trick above six counts 8 points.

When 'Diamonds' are declared, each trick above six counts 6 points.

When 'Clubs' are declared, each trick above six counts 4 points.

When 'Spades' are declared, each trick above six counts 2 points.

These values, however, are subject to alteration on account of doubling and redoubling.

DOUBLING AND REDOUBLING

The dealer or his partner having declared a suit to be trumps, or 'No-Trumps,' the opponents have the right to double the value of the trick, and they may, in their turn, be redoubled by the original declarers, who, in their turn, may be redoubled again. (*Vide* also Laws 53 to 58.)

THE LEAD AND DOUBLING

The declaration being made, the player to the left of the dealer has to lead, and, should he not wish to double, must ask his partner, "Shall I play?" This is to give the latter an opportunity of doubling, should he wish to do so, as he cannot double after a card has been led.

When the doubling matter is settled, the player upon the left of the dealer leads, and immediately he has done so, but not before, the dealer's

partner's hand is exposed upon the table. The dealer plays both hands, as at Dummy Whist.

The only part the dealer's partner is allowed to take in the game is to ask the dealer (with a view to preventing a revoke) if he has a card of a suit in which he may have failed to follow, and to tell him from which hand to play, or lead a card.

HONOURS

When a suit is declared trumps there are five honours, — the Ace, King, Queen, Jack, and 10, and their values vary according to their suit and their disposition in the hands. (*Vide* Law 6.)

When 'No-Trumps' is declared, the four Aces are the honours, — their value also varying according to their disposition in the hands. (*Vide* Law 7.)

CHICANE

If either player holds no card of the trump suit he scores for Chicane, twice the value of the trump suit trick. There can be no Chicane upon a 'No-Trumps' declaration.

GRAND SLAM

When one side makes every trick they score 40 for Grand Slam.

LITTLE SLAM

When one side makes every trick but one, they score 20 for Little Slam.

SCORING

Only scores made by tricks count towards the winning of the rubber, and, as shown in the accompanying example of a scoring sheet, the trick scores of each side are written in the two lower divisions of the vertical columns, — Honours, Chicane, Grand Slam, and Little Slam being scored in the two upper divisions.

The trick scores are started immediately under the double horizontal line, and are worked downwards. A single horizontal line is drawn by the scorer upon the completion of each game.

The scores for honours, Aces, Chicane, and

TABLE OF SCORES

TRICK SCORES.	IN SPADES.	IN CLUBS.	IN DIAMONDS.	IN HEARTS.	IN NO-TRUMPS.
Each trick above six tricks counts	2	4	6	8	12
HONOUR SCORES.					
Three honours, no matter how distributed in the hands, count	4	8	12	16	30*
Four honours distributed between the two hands count .	8	16	24	32	40*
Five honours, when three are held in one hand, and two in partner's hand, count . . .	10	20	30	40	
Four honours, held in one hand, count	16	32	48	64	100*
Four honours in one hand, and one in partner's hand (five in all), count	18	36	54	72	
Five honours in one hand count	20	40	60	80	
CHICANE counts	4	8	12	16	
LITTLE SLAM counts 20. GRAND SLAM counts 40.					

* When there are no trumps the aces are the honours.

EXAMPLE OF A SCORING SHEET

A & B	Y & Z		
	HONOURS		
40			
16			
18	8		
20	100		
24	12		
	TRICKS		
36			
8	24		
	8		
56			
218	152		
100			
318			
152			
166			

Slams are started immediately above the double line, and are worked upwards.

It is customary for the scorer to write his own score in the left hand, and his opponents' score in the right hand column.

EXPLANATION OF SCORING SHEET

The explanation of the scoring of a rubber, as shown in the foregoing example, is as follows. The sheet allows for the scoring of two rubbers.

There are four players, A, B, Y, and Z; A and B, and Y and Z are partners.

First Hand. — A deals, and declares 'Diamonds'; their trick value being six, he makes every trick but one, six by tricks; holds three honours in his own hand, while B, his partner, holds a fourth. Y holds no trump. A and B therefore score 36 for tricks, in the lower portion of their column, immediately below the double horizontal line, while in the upper portion of their column, immediately above the double line, they score 24 for honours

— four times the value of the trump suit trick — and also 20 for Little Slam.

Y and Z score 12 for Chicane — twice the value of the trump suit trick — in the upper portion of their column, as Y had no trump.

Thirty points being game, A and B have exceeded by six the number necessary for winning it, and a horizontal line is drawn, right across the two columns, showing its completion.

Second Hand. — Y deals, and, holding four Aces in his own hand, declares 'No-Trumps'; the trick value in this instance being twelve, Y and Z make two by cards, and score 24 below the line for tricks, and 100 above the line for Aces.

Third Hand. — B deals, and leaves the declaration to A, who calls 'Spades'; their trick value being two, A and B make four by cards, and score 8 below the double line for tricks, and, as B held four by honours in his own hand, and A held the fifth, they score 18 — nine times the value of the trump suit trick — above the line for honours.

Fourth Hand. — Z deals, makes two by cards in

'Clubs'; their trick value being four, Y and Z score 8 below the double line, and, having previously scored 24 for tricks, win the second game with a total of 32 points. Another horizontal line is now drawn to indicate completion of game. Y and Z also score 8 above the double line for honours — twice the value of the trump suit trick — as they held three of them.

Fifth Hand. — A deals, and declares 'Hearts'; their trick value being eight, A and B make every trick. They are therefore seven by tricks, and score seven times eight = 56, below the line, winning their second game and the rubber.

They also score 16 (twice the value of the trump suit trick) above the line for honours, as they held three of them, and 40 for Grand Slam.

The two columns are now added up from end to end. A and B are credited with a further 100 points for winning the rubber; and from their grand total of 318, Y and Z's score of 152 points is deducted, leaving a balance of 166 points in favour of A and B.

POINTS

The total of the foregoing rubber is 166 points, and this may be considered an average amount.

For simplicity of calculation, and for comparison with Whist, a rate per ten points is recommended.

At the rate of one shilling for ten points the amount of the foregoing rubber is seventeen shillings (fractions over .5 being counted as 1 and fractions under .5 being disregarded). This is approximately the same as half-crown points at Whist, for although the average rubber of Whist is only 12s. 6d. at 2s. 6d. points, the rubber of Bridge, taking considerably longer time than the rubber of Whist, should necessarily average a greater amount. The statement that 2s. 6d. points at Whist and 1s. for ten points at Bridge are approximately the same, means that in the same time the same amount of money will change hands.

ETIQUETTE OF BRIDGE

THE one weak point about Bridge is the difficulty often experienced to avoid giving your partner any information as to your hand, otherwise than by correct play, or by doubling.

A player who deliberately takes advantage of this weakness is not a fit person to play Bridge, and should be rigorously ostracised.

The laws of the game have been most thoughtfully and carefully drawn up, and practically meet all reasonable requirements; while to have attempted to provide against every possible transgression of the unscrupulous would have been an insult to the general body of players.

A 'declaration' should be made or passed within reasonable time, whether holding a doubtful hand or not. Unnecessary delay conveys the idea of holding a hand that one would be almost justified

in declaring upon; while hurry in passing the call must convey the idea of holding a poor hand.

The position is often difficult, and is best met by making a practice of always taking the same amount of time whether 'declaring' or 'passing.'

The simple forms "I make Hearts trumps," or "I leave the call to you, Partner," should be strictly adhered to.

The player upon the left of the dealer should avoid hesitation when doubtful about doubling, for, if he does not eventually double, he has still imparted to his partner the information of his holding a strong hand.

A player, having looked at his hand, has no right to call his partner's attention to the state of the score.

It is unfair for the dealer to intentionally lead from the wrong hand.

It is unfair to revoke intentionally, or to make a second revoke in order to conceal a first.

When players are in doubt as to a question of fact in the playing of a game, no objection should

be raised to abiding by the decision of a bystander who may be in a position to decide the point.

As the actual law stands at present, there is no limit beyond which the value of a trick may not be raised by process of doubling. Custom, however, has fixed this limit at one hundred points. *e. g.* — The dealer's side declare 'Hearts,' and their trick value is doubled up to sixty-four points by their opponents. The dealer's side may now raise the trick value to one hundred points, at which it must remain.

A COMPLETE SYSTEM OF INSTRUCTION IN THE GAME

PLAYING TO THE SCORE.

PLAYING to the score cannot be too strongly insisted upon. It is the key to success at the game. Call to the score, — Pass to the score, — Double to the score, — and, above all, when the position is doubtful, make the trick that wins or saves the game, upon the first opportunity.

THE DECLARATION

The dealer, having looked at his hand, has either to declare a suit to be trumps, to declare 'No-Trumps,' or pass the declaration to his partner; and success at the game depends, to a very great extent, upon the good judgment exercised in making, or passing, such declaration.

The main idea of the dealer, and his partner,

should be to make game, even from love, upon their deal, and they are justified in running a certain amount of risk in order to achieve this end. It is not worth their while, however, to run any risk with a view to adding a few points to their score.

The successful player at Bridge will not hesitate to take a risk when the end attempted is worth attaining, to make or save a game, for instance. He will, however, run no risks for the sake of any paltry gain, such as making Clubs trumps at four a trick, instead of Spades at two a trick, both suits being of about equal strength in a weak hand. This is a very common fault among poor players, who will often try to add to their own score, when their hands are so weak that their efforts should be directed towards losing as few points as possible upon their deal.

The 'No-Trumps' Declaration

1. When holding four Aces, a declaration of 'No-Trumps' is almost invariably correct, for,

in addition to the great strength they afford the playing hand, they score one hundred as honours.

2. When holding three Aces, and no suit strong enough to declare trumps, with a nearly certain prospect of making game, then 'No-Trumps' is almost invariably the correct call for the dealer or his partner. But it is well to bear in mind that an Ace single, or even once guarded, is not great strength in a suit. For, if that suit is your opponents', you have so early to part with the command of it; while, if it is your partner's suit, you can either never put him in with it at all, or only once, which may not be sufficient to establish it.

3. Two Aces, a King, and Queen to five, or even four cards, of a third suit, is sufficient strength to justify a declaration of 'No-Trumps' by either the dealer or his partner.

But again it must be borne in mind that, in case of having no strong suit of your own, you want to be in a position to put your partner in

with his suit, whatever it may be, should he happen to have one.

4. When holding an Ace, and three Kings, all fairly guarded, a declaration of 'No-Trumps' is justified from either hand.

5. When holding Ace, King, Queen, to five or more Diamonds, Clubs, or Spades, and another Ace, a declaration of 'No-Trumps' is quite justifiable on the part of the dealer. With Ace, King, Queen, to five or more Hearts, however, 'Hearts' should certainly be declared. (*Vide* Heart Declaration, p. 21.)

A player might hesitate to declare 'No-Trumps,' upon a left call, with such a hand as the above, unless either his long suit, or his other Ace, is a red one.

6. One Ace, and two King, Queen suits, all fairly guarded, with but little else in the hand, justifies a call of 'No-Trumps.'

7. 'No-Trumps' may reasonably be declared from a hand strong all round, even although it contains no Ace. Holding King, Jack, and an-

other in each suit, for instance, a 'No-Trumps' declaration would certainly be justifiable, by either the dealer or his partner, notwithstanding the possibility of finding four Aces in one hand against the call.

The foregoing seven examples of the 'No-Trumps' declaration apply, principally, to the case of the dealer's score being at love. When near the end of the game, it may frequently be more advisable to make a suit trumps. Remember to declare to make game. Don't miss a good chance of making game, for the possible chance of a great score. On the other hand, should your opponents be near game, say 18 or more up, having already one game to their credit, then a 'No-Trumps' declaration, even upon a weaker hand than any of the foregoing, is quite justifiable on the part of either the dealer or his partner, if there is a reasonable probability of their making game.

It is a great mistake, however, although a common one, for a player to declare a very risky

'No-Trumps,' because his opponents have a high score to their credit in the first game of the rubber. With poor hands, the efforts of the dealer's side should then be directed towards preventing their opponents making game on that deal, and consequently rendering it impossible for them to win the rubber on their next call.

When the dealer passes the declaration, his partner will have the more justification for a call of 'No-Trumps,' upon only a moderately strong hand, should what strength he holds be in the red suits. With his score at love the dealer may well have great strength in both black suits and pass the call, but he cannot hold great strength in Hearts, nor very great strength in Diamonds, and do so.

Upon a passed call, with no prospect of making game upon a trump-suit declaration, 'No-Trumps' should be declared when holding such a hand as Ace, King, and another Heart; Ace, King, and another Diamond; and such protection as three cards to a Queen, or four cards to a Jack, or even to a 10, in one of the black suits.

The Heart Declaration

The dealer, when considering a trump suit declaration, may reasonably calculate upon his partner's hand winning three tricks. It is then quite a mistake to be further guided solely by the number of certain tricks his own hand contains.

Holding Ace, King, and three small Hearts, or King, Queen, Jack, and two small Hearts (in each case a suit of five cards in all) with not even one honour in any other suit, the dealer should (in default of any better call to the score) declare 'Hearts,' although his hand contains only two absolutely certain tricks. Such a powerful trump suit as one of five cards to the Ace, and King, or five cards to the King, Queen, and Jack, however, may reasonably be calculated upon to make good any strength his partner holds, and should he find him with a strong plain suit, the chances are in favour of his being in a position to establish it and bring it in.

But should the dealer, or his partner, while

holding Ace and King to five Hearts, or King, Queen, and Jack to five Hearts, and no other high cards, also hold six low cards of any other suit, one or two tricks in which will make game, either should then declare the suit of six low cards to be trumps, and so raise their value, and, at the same time, raise the trick-making capacity of the hand as a whole.

e. g. — With their game score at 26, the dealer or his partner, in case of the call being passed to him, should undoubtedly declare 'Clubs,' and not 'Hearts' when holding —

Hearts, A., K., 7, 5, 3.
Diamonds, 8.
Clubs, 9, 7, 6, 5, 3, 2.
Spades, 4.

The Hearts should make tricks, and be easily established as a plain suit, while such is not the case with the Clubs. On the other hand, if Clubs are declared trumps, the length of the suit must give considerable value to the hand.

Holding any seven Hearts, or any six Hearts that include an honour, with not even a picture card in another suit, 'Hearts' should (in default of any better call to the score) be declared by either the dealer or his partner.

In this instance the great length of the suit constitutes its strength. While, with six low Hearts, no other six-card suit, and no high cards, the hand is practically valueless unless Hearts are trumps; so, in order to give the hand a value, and apart from any other consideration, the suit should be declared.

But again, should the dealer or his partner hold, in addition to the six low valued Hearts, six cards of any other suit, one trick in which will make game, then the lower valued suit should be declared, in order not to run the possible risk of the opponents' making a high score upon a Heart declaration.

e. g. — With their game score at 28, the dealer, or his partner should declare 'Spades' and not 'Hearts' when holding —

Hearts, J., 9, 8, 6, 4, 3.
Diamonds, 9.
Spades, 10, 8, 7, 5, 4, 2.

Having no better declaration to the score, the dealer, or his partner, upon the call being passed to him, should declare 'Hearts' —

1. When holding any seven Hearts.

2. When holding any six Hearts that include an honour.

3. When holding Ace and King to five Hearts, or King, Queen, and Jack to five Hearts.

4. When holding four honours in his own hand.

5. When holding (a) Ace to five Hearts; (b) King and Queen to five Hearts; (c) Queen, Jack, and 10 to five Hearts; (d) King and Jack to five Hearts, and in addition in each case, one highly probable trick outside the trump suit.

6. When holding (a) Ace and King to four Hearts; (b) Ace, Queen, and Jack to four Hearts; (c) five Hearts to an honour, and in addition, in

each case, two highly probable tricks outside the trumps.

It may be well to explain what is meant by a highly probable trick. An Ace, or King and Queen, or two guarded Kings, or such strength as even two guarded Queens, or Queen, Jack, 10, and one other, of a plain suit, should be considered as one highly probable trick.

With increased strength in plain suits a Heart declaration may be justified upon even a weaker trump suit than any of those above enumerated. A plain suit of high cards in sequence affords great support to a trump suit declaration.

When one, or possibly two, tricks in Hearts will make him game, the dealer's partner, upon the call being passed to him, should often declare 'Hearts' upon but moderate strength, if he holds some considerable strength in other suits. This is especially the case when the opponents are well advanced towards winning the rubber.

e. g. — Should the opponents be one game up, and 18 in the second game, the dealer's side being 22

up, the dealer's partner, upon the declaration being passed to him, should declare 'Hearts' with such a hand as —

Hearts, A., 10, 9, 8.
Diamonds, K., 4, 3.
Clubs, Q., J., 10.
Spades, J., 10, 4.

Such a passed declaration as the foregoing, upon such moderate trump strength, applies, under similar conditions, to any suit, when one, or perhaps even two tricks in that suit will make game for the declaring side.

The weak player will often declare 'No-Trumps' at some considerable risk, when he has an equally good chance of making game, with practically no risk, upon a Heart, or even a Diamond declaration. This is a mistake to be carefully avoided.

Holding —

Hearts, A., K., Q., 9, 4.
Diamonds, 10.
Clubs, A., K., 8, 5.
Spades, A., K., 3.

'Hearts' should be declared, upon such a hand, at any stage of the game; the risk of finding a very strong Diamond suit against a 'No-Trumps' declaration should not be incurred.

The Diamond Declaration

With their score at love, the most successful Bridge players are not much given, as dealers, to a Diamond declaration, unless they are either exceedingly strong in the suit, hold four by honours, or consider it advisable to declare the suit as protection, their hands being such as to be of little value in case of a 'No-Trumps' or 'Hearts' declaration by their partner.

Holding some protection in Hearts, and such high Diamonds as will probably make tricks upon either a 'No-Trumps' or 'Hearts' call, but without being exceedingly strong in the suit, the dealer will generally find it advantageous to pass, giving his partner the opportunity of a higher valued declaration. Three tricks in 'No-Trumps' or four tricks in 'Hearts' are far more easily made than

five tricks — the number necessary for game from love — in 'Diamonds.' Then, too, if the dealer is known not to be inclined to an original declaration of 'Diamonds,' his partner is the more likely to declare 'No-Trumps,' although weak himself in the Diamond suit.

The dealer, seeing and playing two hands, is at a great advantage, and that advantage must be made the most of, by getting, if possible, the highest valued declaration the combined strength of the two hands justifies.

With his score at love, the dealer should often pass, when holding such a suit of Diamonds as he should declare upon if that suit were Hearts. But with a really strong hand of Diamonds, and such Hearts as to make it improbable, or undesirable, that his partner could, or should, declare 'Hearts,' and such other cards as to preclude the probability or desirability of a 'No-Trumps' declaration from his partner, then the dealer had better declare 'Diamonds' from his own hand, even with the score at love.

If the dealer, in addition to his Diamond suit, holds considerable strength in Hearts, it is improbable that his partner can declare 'Hearts.' While, if the dealer holds little or nothing in Hearts, it is undesirable that his partner should declare 'Hearts.'

Again, with a long suit of Diamonds not headed by a sequence of very high cards, and with no high cards in the other suits it is undesirable that the dealer's partner should declare 'No-Trumps.' While if, in addition to such a suit of Diamonds, the dealer holds two Aces, it is very improbable that his partner can declare 'No-Trumps.'

The fact of being six up in the game, may be sufficient to justify the dealer in declaring 'Diamonds,' four by cards — which would then mean game — being so much more easily made than five.

It is most difficult to lay down any hard and fast lines as to when the dealer should call 'Diamonds' with his score at love, but having no better declaration he will be justified in doing so.

1. When holding four by honours in his own hand.

2. When holding any seven Diamonds, or any six Diamonds, including an honour, irrespective of their size. With high cards in the suit they should be declared for their strength, and with a suit of low cards, in many cases, for protection, for the hand may be such as to be practically valueless, unless Diamonds are trumps.

The Club Declaration

The dealer must not declare 'Clubs,' except perhaps as protection, unless the state of the score gives him a very good chance of making game.

When holding six or more small Clubs that are in all probability valueless, unless Clubs are trumps, and not another trick in his hand, it may be policy for the dealer, even with his score at love, to declare the suit, and to be prepared for trouble should he find his partner with an exceptionally strong hand.

The dealer will of course be the more justified

in a Club call as protection, should he have doubts as to the general soundness of his partner's declarations. But should the opponents be near the end of the rubber, he had better take the chance of his partner holding a very strong hand.

When holding high cards in a black suit, some or all of which should make tricks upon another declaration, the writer, as dealer, would pass the call, unless he had from the state of his score, a good chance of making game by declaring the suit. It must be admitted, however, that even with their score at love, some players, whose ability at the game is beyond dispute, declare 'Clubs,' as dealers, from great strength in high cards in the suit.

The Spade Declaration

The advisability of a Spade declaration on the part of the dealer is governed by similar considerations to those which apply to Clubs, and it is only upon exceedingly rare occasions that he is

justified in declaring the suit, unless the state of the score gives him a very good chance of making game.

Should the dealer, however, hold an absolutely worthless hand, that cannot win a trick, unless perhaps Spades are trumps, he should, at the beginning of the second game, if he has already won the first game, certainly declare 'Spades.' He should not run the risk of a 'No-Trump' or red-suit declaration, of but average strength, by his partner, and of the possibility of his opponents thus making the score game all.

The foregoing is an instance that admits of no doubt, but others might be cited in which a protective 'Spades' declaration on the part of the dealer is quite justifiable. It must be admitted, however, that the proceeding necessitates the exercise of a considerable amount of moral courage.

Should the opponents be a game up, and far advanced towards the end of their second game, the dealer should not make a protective 'Spades' declaration, but should take the chance of his

partner holding an exceptionally strong hand. There is but little to be gained by saving the game in this instance, as the opponents have the next deal, and the probabilities are then considerably in favour of their making game, with the possibility of a great score.

Should the call be left to the non-dealer, he must bear in mind, when holding a weak hand, that 'Spades' is, as a rule, the least risky declaration, being the lowest valued one. It may sometimes, however, be safer to call 'Clubs' when holding some considerable strength in the suit, and but little or nothing in Spades. Still, Clubs doubled mean eight a trick, while Spades doubled mean only four a trick.

One great failing of the weak player is his persistence in trying to score upon a poor hand. It must be borne in mind that 'Spades' is the weak hand's proper refuge, and should be declared, in some instances, even without one of the suit being held. *e. g.* — Upon a left call, with five small Hearts, four Diamonds, and four Clubs of no

great strength, 'Spades' should generally be declared, although the hand does not contain one. Should, however, the opponents be dangerously near the end of the rubber, while one or two tricks in Hearts would put the dealer's side out, the non-dealer might take the risk of declaring 'Hearts,' upon his five small ones, as the best chance of saving the situation.

THE TRUMP-SUIT GAME

THE trump-suit game being, to a great extent, so distinct from the 'No-Trumps' game, the writer has treated the two games separately, and, as being the more similar to Whist, has dealt with the former, in the first instance. Great care must be observed, by the beginner, not to confound the advice given in the two cases, for what applies to the one may be utterly wrong if applied to the other.

DOUBLING

Experienced players are not much given to doubling the declaration of another player of recognised ability, except under such conditions as are enumerated later. The proceeding, however, seems to possess marvellous allurements for the novice, whom the writer would advise to exercise considerable restraint in this direction.

The would-be doubler should realise the possi-

bility of being redoubled, and of his partner not holding a single trick. It must be borne in mind too, that the player who doubles informs his opponent, as well as his partner, of his strength. With a score at love all, it is not good policy to double a high-valued declaration, unless you are fairly sure of winning six tricks upon your own hand.

One of the best classes of hands upon which to double is that which contains, in addition to a long trump suit, another long suit headed by high cards in sequence, for in this instance the player who doubles, is not put to the difficulty of trying to find strength in his partner's hand.

The Spade call is much more frequently doubled than any other, often without sufficient consideration; the doubler perhaps having little strength himself in Spades, but with fairly good cards in the other suits, — his justification being, when redoubling and grievous disaster possibly follows, "I thought the call was from a weak all-round hand, and never imagined he had such a strong suit in

Spades." That Spades redoubled are of equal value to Hearts should always be borne in mind, and very rash doubling, without any strength in the suit, avoided.

The most advantageous position for doubling is that of third player, when a suit has been declared by Dummy, who is often compelled to make a declaration upon considerably less strength than would be considered necessary for an original call, while of course, being over the declarer greatly strengthens the doubler's position.

When one trick is sufficient to win the game for the dealer, the opponents should double with but moderate strength. The risk of losing a few more points should not be taken into consideration, as long as there is reasonable chance of making game or advancing their score.

It is right also to double upon moderate strength, if the odd trick will then make the doubler game, provided he is so strong as to be almost certain that in case of being redoubled his opponents cannot get out.

THE ORIGINAL LEAD

What to lead as an original or opening lead of a hand, is one of the most debated points of the game. With considerable strength in trumps and plain suits combined the leader should generally open his strongest suit as at Whist.

Holding Ace, and King of a plain suit it is usually advisable to lead the King, in order to see what is exposed in Dummy. With such a sequence as King, Queen, Jack, or Queen, Jack, 10, it is nearly always advisable to open it.

Holding a fairly strong trump hand, or a sequence of high cards, the original leader has but little difficulty in deciding what to open, but the position is not such a simple one when holding no high card sequence, and only one, two, three, or possibly even four small trumps.

From what they had been taught at Whist, players are so imbued with the idea that the opening lead of a hand should be from their strongest suit, that it is difficult for them to

realise that any deviation from this course can possibly be right at Bridge.

On the Continent, and in America, however, an opening lead from a short suit has always been a recognised principle of the game, when holding only one, two, three, or possibly even four small trumps, and no high card sequence, and there is not the slightest doubt that the most successful Bridge players in this country now play upon Continental and American lines, and that their numbers are rapidly increasing.

The reason for leading the long suit at Whist was, to a very great extent, in the hope that it might eventually be established, and the leader enabled to make the long cards in the suit. But the position is quite different at Bridge. The long trump you know (except in the case of a passed 'Spades' declaration) is nearly always against you, so that, unless you have considerable trump strength in your own hand, it is useless to try and establish a long suit, on the remote chance (unless he has doubled) that your partner

holds sufficient strength in trumps to enable you to do so.

One of our admittedly best English players writes: —

"In many instances, when a suit is declared in which three or four tricks are required by the adversaries to make game, the making of one trick by trumping often saves the game. It should be remembered, too, that in most cases the original leader is playing against declared trump strength, and the lead from numerical strength such as five to a King, or five to a Queen is not likely, as at Whist (when trumps are made by chance, and not from choice), to be advantageous. In fact, unless the leader or his partner has considerable strength in trumps, a long weak suit is seldom brought in.

"It seems to me preferable to attempt rather to save the game in an original lead than to try to make a good score. Thus, unless the original leader holds Ace, King, etc., King, Queen, Knave, etc., or Queen, Knave, 10, he is more likely to save a trick by leading a short suit than to make a good score by playing as at Whist. At Whist you play to make the odd trick or more. At Bridge,

with the probability of strength being against you, you play, or ought to play, primarily to save the game."

No matter what your strong suit may be, you do not want to open it, unless it is a sequence of high cards, before seeing Dummy. You do not want to lead from an Ace, Queen suit, to find the King on your right, nor from a King, Jack, 10, suit up to the Ace and Queen in your opponents' hands.

Then, are you to lead the King from a suit of King, Queen to three or four, to possibly find the Ace on your right, and that if you had waited, you might have made both your King and Queen? Holding a suit of five or more cards, however, headed by King, Queen, the King should be led as an original lead although weak in trumps, as you cannot count upon more than one trick in the suit, unless your partner holds the Ace.

Again, to lead the Ace from a suit of five cards, may give your opponent an early opportunity of ruffing with his weak trump hand, or perhaps

clear the suit for him. The King may be on your right, and Dummy may hold no strength in the suit, so that if you wait for your partner to lead that suit, your opponents' King, although guarded, may never make.

When holding only one, two, three, or possibly even four small trumps, and no high card sequence, a lead of a 'short suit' will often be found the best means of surmounting the difficulty of leading blindly through a hand, that is exposed, immediately after you have led.

The expression 'short suit lead,' in its application here, must, as a general rule, be understood to mean either a strengthening card, a singleton, or the higher of two cards of a suit, in which (taking into consideration the state of the score, and the position of the declaration) the original leader's partner probably holds some considerable strength.

The state of the score, and the position of the declaration, will generally be found to afford the original leader most valuable information as to

what short suit he may lead with a probability of success. This point is of the utmost importance, and must be properly appreciated.

e. g. — Should the dealer's score be at 24, and he pass the declaration to his partner, who declares 'Clubs,' the original leader knows the dealer cannot hold much strength in Hearts, or Diamonds, or, as one trick in either would give him game, he must have declared one suit or the other. The original leader, therefore, cannot go far wrong in leading a short Heart, or Diamond suit.

Again, should the dealer's score be at 26, and he pass that declaration to his partner, who calls either 'Hearts,' 'Diamonds,' or 'Spades,' the original leader then should not hesitate to lead a short Club suit, as that cannot be the dealer's strong suit, otherwise he must have declared it, for one trick would make him game.

Again, on a passed Diamond call, no matter what the position of the score, the original leader should lead a Heart (especially as he has such a

strengthening card as the 10), Hearts being probably his partner's suit, when holding such a hand as: —

Hearts, 10, 4.
Diamonds, 8, 5, 2 (trumps).
Clubs, A., Q., 9, 7.
Spades, Q., 8, 4, 3,

and thus avoid leading up to the dealer (whose strength, if he has any at all, probably lies in the black suits, as he passed the declaration) from his tenace in Clubs, and from his Queen of Spades.

But on the other hand, in case of a passed call, when the state of the score offers no inducement to the dealer to declare a black suit, the original leader may reasonably hesitate before playing a short Club, or Spade suit, unless perhaps he holds a singleton, or some such strengthening card, or cards, as will be of assistance to his partner, should he hold any strength at all in the suit.

An original lead of a strengthening card of a suit in which (taking into consideration

the state of the score and the position of the declaration) your partner probably holds some strength, is of course preferable to leading a practically valueless card of such a suit, principally with the object of ruffing. Still, an original lead of the higher of any two cards, of what is probably your partner's suit, is quite justifiable when holding at least two trumps, and is generally preferable to opening such a suit as one headed by Ace, Queen, or King, Jack, and the more so should there be a probability of the latter being the dealer's suit.

With only one trump it is never advisable to lead a two-card suit with the sole object of ruffing, but with a plain suit singleton, and a single trump, a lead for the ruff is quite justifiable.

Bearing in mind the two foregoing paragraphs, your partner knows that if he wins the first trick of your original 'short-suit' lead, and returns the suit at once, you can either ruff it immediately, or that you have at least two trumps, and can therefore ruff the suit after one round of trumps has

been taken out, at any rate, having originally held two of your short suit, and at least two trumps.

If, when not leading a recognised high card lead, or a 'short suit,' you make a practice of leading your fourth-best (*vide* 'The Lead of the Fourth-best' p. 62), your partner, having seen his own and Dummy's hand, can then nearly always tell whether you are leading from a short, or a long suit, and the advisability of parting with the command of that suit, should he hold it, must be left to his discretion. Should the card led clear your partner's suit, or leave him, if he lets it pass, with a tenace over Dummy, it is generally inadvisable for him to win the trick, even although in a position to do so.

This is a point that weak players seem quite unable to appreciate. They appear to think that, as their partner led a short suit, he wants a ruff, and that it is their duty to try and give it him at all costs, utterly regardless of the fact that his original lead may have already done all that was necessary towards establishing the suit. Of

course, considerations as to the number of cards exposed in the suit, and the state of the score, must decide the third player whether it may, or may not, be advisable for him to make sure of winning one trick, at any rate, in the suit, if possible.

A lead of the King, from King, Queen, only, in a plain suit, is always advisable as an original lead when weak in trumps. But with King once guarded only, the suit should generally not be opened.

By leading a 'short suit,' when weak in trumps, and holding no high card sequence in a plain suit, the original leader is acting upon the defensive, such a lead often being the one least calculated to do harm, while awaiting the exposure of Dummy.

The original leader's partner, upon getting in, is in a position to lead up to Dummy's then exposed weakness, that being the direction in which the original leader's strength probably lies (*vide* 'Return of the Original Lead,' Trump-suit game, p. 54).

The advantage of leading a 'short suit' as an original lead, when weak in trumps and holding no high card sequence is:—

Firstly. It gives the original leader the best chance of making tricks with his small trumps, which are worthless except for the purpose of ruffing.

Secondly. It is frequently the most economical method of obtaining the full advantage of the exposure of Dummy, being often the only alternative to a lead from such a suit as one headed by Ace, Queen; King, Jack, etc. This is a most important point. Unless holding very considerable trump strength, the original leader should avoid, when practicable, an original lead from a possible tenace, or what may ultimately develop into a tenace.

The Disadvantage of the 'Short-suit' Lead

The disadvantage of leading a short suit is, that there may be great strength in one of the oppo-

nents' hands in that suit, and that after the first round it may be established for them. The dealer may then be in a position to draw the trumps, and subsequently get discards (on the winning cards of the suit thus established for him) in the other suits, where the original leader, or his partner, possibly hold winning cards, which consequently they may be unable to make. If judgment, however, be exercised in the selection of the suit, the above misfortune will seldom occur, and the possibility of its occurrence is not sufficient to counterbalance the many advantages of the 'short suit' lead (under the conditions above enumerated) previous to the exposure of Dummy.

Leading from Strength although weak in Trumps

Although weak in trumps, the original leader, having no advisable high card sequence, or 'short suit' lead, has, in a great many instances, to lead from a high card.

When placed in this position leading from an

Ace to four, or even three cards, is preferable to leading from any other high card.

e. g. — Holding —

Hearts, A., 8, 5.
Diamonds, 9, 6 (trumps, declared by dealer).
Clubs, K., Q., 9, 7.
Spades, Q., 8., 5, 3.

The 5 of Hearts should be led as an original lead. This is less calculated to do harm than leading either the King of Clubs, or from the Queen of Spades.

There is the further reason for leading from the Ace in this instance, inasmuch as it is the Ace of Hearts, the probability being that the dealer, having declared 'Diamonds' is not very strong in Hearts.

Should the Ace of Clubs be held by the dealer, or even if held by Dummy, the original leader has a very good chance of making two tricks in the suit, provided he does not open it. He has also

a much better chance of making the Queen of Spades by not opening the suit himself.

The original leader's partner must again bear in mind that the original lead is so frequently a defensive one, and that the original leader probably holds some strength in those suits in which Dummy is weakest.

Leading a Trump through the Declaring Hand

With such a hand as the foregoing, in case of the declaration of ' Diamonds ' being made by Dummy, instead of by the dealer, the original leader should lead the 9 of Diamonds (trumps), through the declaring hand, as an original lead. This should convey the information of his being strong in plain suits, and should therefore be an inducement to his partner to continue to lead trumps, provided his hand admits of his doing so.

When holding Strength in Trumps

When holding trumps that will win tricks upon trump leads, there is no object in leading a short suit for the sole purpose of ruffing, as there is nothing to be gained by ruffing with such trumps.

The original leader, when strong in trumps, is, of course, in a far better position should the declaration be made by the dealer than if made by Dummy. But with such trumps as three to the King, or, as a rule, any four trumps, the original leader should generally lead his strongest suit (unless perhaps it is a very poor one, or contains a possible tenace), no matter what the position of the declaration; for, although the rest of the original leader's suit may be badly placed for him, he holds high cards, or length in it, and some trump strength to support it.

When his strongest suit contains no high cards, however, it might still be advisable for the original leader, although fairly strong in trumps, to lead

a strengthening card from a two, or even three card suit, when the trump declaration suggests the probability of the dealer being weak in that suit.

e. g. — Suppose the dealer's score is 24, and he passes the declaration to his partner, who declares 'Clubs,' the original leader holding —

Hearts, J., 10, 5.
Diamonds, 8, 7.
Clubs, J., 6, 4, 3 (trumps).
Spades, 10, 9, 6, 2.

The Spade suit is too poor to open, especially as the dealer may well hold considerable strength in the suit. The original leader's partner probably holds considerable strength both in Diamonds and Hearts, otherwise the opponents must have declared a red suit, as the odd trick in either Diamonds or Hearts would make them game.

Holding four trumps, the original leader is not anxious to be forced, so had better not open his

two-card Diamond suit, but rather lead his Jack of Hearts, which should be a valuable card in establishing his partner's suit.

Holding the Ace or King, and one or two small trumps only, in a weak hand, with no strong plain suit to establish, an original lead of a 'short suit,' in order to ruff with the small trumps, will generally prove most advantageous.

RETURN OF THE ORIGINAL LEAD.

It is often a very difficult matter for the third player, having won the first trick of his partner's original plain suit lead, to decide whether to return the suit at once, to lead up to weakness in Dummy, or to play his own suit. He must judge for himself what chance his partner has (in case of his having presumably led a short suit) of getting his ruff, and of the advisability of trying to give it him.

With pronounced weakness exposed in Dummy, it may be better to lead up to it at once, especially

if he (original leader's partner) is also weak in that suit, for, in that case, the strength of the suit must be divided between the dealer and the original leader, the latter, as he has not opened the suit, probably holding a tenace in it.

In leading up to very great weakness exposed in Dummy, the original leader's partner should lead, when practicable, a higher card than any held by Dummy, so that, unless the dealer heads the card led, he can continue with the suit.

Should the original leader's partner hold other getting in cards, he need not perhaps immediately lead up to Dummy's exposed weakness, as he can do that later, but might try to give the original leader a ruff, or should he hold a strong suit of his own, it might be advisable to open it.

All this must be left the third player's discretion, and no hard and fast lines can be laid down for his guidance. But, with no weakness to lead up to in Dummy, and things looking desperate, a game may often be saved by returning the original lead immediately, to find that the original leader

led a singleton, or that he ruffs the suit later, before the dealer has been able to exhaust his trumps.

THE LEAD AND RETURN OF THE LEAD GENERALLY.

When once Dummy is exposed, the general principle to be followed in playing against him is to lead up to his weakness, and through his strength; but his opponents must be careful in playing through great strength in Dummy, as this may only assist in the establishment of a very strong suit.

The following is a table of leads from high card sequences : —

Holding —	Lead.	Follow with :
Ace, King, Queen, Jack alone or with others	King.	Jack.
Ace, King, Queen, alone or with others	King.	Queen.
Ace, King, and one or more	King.	
King, Queen, Jack alone or with others	King.	Queen.
King,[1] Queen, alone or with others .	King.	
Queen, Jack, 10, alone or with others	Queen.	

The following is a table of leads from suits headed by high cards not in sequence : —

Holding —	Lead.	Follow with :
Ace, Queen, and three or more small cards	Ace.	
Ace, Queen, and two small cards .	Lowest card.	
Ace and four or more small cards .	Ace.	
Ace and two or three small cards .	Lowest card.	
Ace, Queen, Jack	Ace.	Queen.
King, Jack, 10	Jack.	

[1] This lead should be avoided, as an original lead, when weak in trumps, except when holding King, Queen only, or five or more cards of the suit.

As there is but little to be gained in showing a suit of five cards when playing against the trump declaration, in case of holding Ace, King, and one or more of a suit, the King should always be led before the Ace. When holding Ace and King only, however, the Ace should be first led, and then the King. This should inform your partner that you have no more of the suit.

With Ace, King, and one or more small cards, having led the King to find that Dummy holds no strength in the suit, it is often advisable not to continue with the Ace, but to wait for your partner to return the suit, and so possibly avoid making good what strength the dealer may hold in it.

When holding King, Queen, Jack, and more than one small card of a suit, the King should always be led, and not the Jack as at Whist, as it is of much more importance for the leader's partner to know the original leader holds the Ace or Queen of the suit, in addition to the King led, than to be in considerable doubt as to what he

holds if he leads the Jack, as, even if the dealer wins with the Ace, he, being at liberty to play false cards with impunity, may still hold both King and Queen, as far as the leader's partner can tell. With the trump declaration against the leader, there is but little to be gained, in this instance, by showing a suit of five or more cards.

When weak in trumps avoid leading from a suit headed by Ace, Queen, Jack, but if compelled to do so, lead the Ace, and follow with the Queen.

It is nearly always preferable to lead from an Ace, to four, or even three cards, than from any other high card; or to lead up to an Ace and small cards exposed in Dummy, than to a guarded King or Queen.

When weak in trumps avoid leading from a suit headed by King, Jack, 10, but if compelled to do so, lead the Jack. This is now the recognised lead at Bridge among the most experienced players, although the lead at Whist is the 10.

There are points in favour of both leads, but the writer would give preference to the lead of

the Jack at Bridge, and thinks it advisable that it should be generally adopted.

As already pointed out, the Jack should not be led from King, Queen, Jack, the King being the proper lead, no matter how many cards are held of the suit. The Jack originally led, when a suit is declared trumps, will then always indicate, either a suit which includes also the King and 10, or that the Jack is the highest card held by the leader in the suit.

The 10 led as an original lead, not being now led from King, Jack, 10, must always be the highest card held by the leader in the suit.

With a plain suit of five or more cards, headed by Queen, Jack, lead the Queen as an original lead, when weak in trumps. You have but little chance of making more than two tricks in the suit, and should the King be on your left, it may never make if your partner holds the Ace.

With Queen, Jack, 9 of a suit it is generally advisable to lead the Queen.

PLAY THIRD IN HAND BY ORIGINAL LEADER'S PARTNER

A very common mistake of the beginner is to finesse the Queen against his partner when holding Ace and Queen of the suit led, the King not being exposed in Dummy. The Ace must always be played in this case, as nothing is lost by so doing if the King is with the original leader, while the King may be unguarded in the dealer's hand, or your partner may have led a singleton.

Should the third player hold Ace and Jack in a suit led by his partner, apparently from strength, and the King or Queen be exposed in Dummy, he should finesse the Jack, as the only chance of making three tricks in the suit, but not at a possible risk of losing or missing the game by not making the Ace. If however, there is no honour in Dummy, the Ace must be played, and the Jack returned, should Dummy not hold the 10 guarded.

In returning a suit of your partner's, always return the higher of two remaining, or the lowest of three remaining small cards, as at Whist. It enables your partner to count the number of cards you hold in the suit. *e. g.* — Should you, after winning the first trick in the suit, return the 2, your partner knows you have either no more, or at least two more of the suit.

THE LEAD OF THE FOURTH-BEST

When not leading a 'short suit,' or a recognised high card lead, it is most important to make a practice of leading the fourth-best of your suit, for your partner, having seen his own and Dummy's hand, can then tell, by a simple process of arithmetic, how many cards there are in the dealer's hand that will beat the card led.

There are thirteen cards in a suit, but it must be borne in mind that the Ace is at the head of it, and that the 2 is the lowest card, so that if there were no picture cards nor Aces, and all the cards

were marked with pips, their relative values would be expressed by numbers of pips, ranging from 2 to 14. Taking any card therefore that is marked with pips, you know at once how many higher cards there are in the suit by simply deducting the number of such pips from fourteen.

You lead your fourth-best, say the 8, from Ace, Jack, 9, 8. There are six cards higher than the 8 in the suit, of which you hold three, as you led your fourth-best. Therefore there are only three cards in other hands than yours that will beat your 8 led. Your partner sees how many of these three cards are held by himself and Dummy, and only the remainder of them can be in the dealer's hand.

The Fourteen Rule. To the number of pips on the card led, add 3 (the number of cards the leader holds higher than the card led), then deduct this total from 14, and you arrive at the total number of cards, held in all other hands than the leader's, that are higher than the card led.

Or again, by first deducting 3 (the number of cards held by the leader higher than the card led)

from 14, you have then, from the remainder 11, only to deduct the number of pips on the card led to arrive at the same result.

The writer considers 14 the better number for the beginner to keep in mind, inasmuch as it bears its own explanation. For the practical purposes of the rule, the beginner should imagine all the cards to be marked with numbers of pips ranging from 2 to 14. (For examples illustrating the application of the Fourteen Rule, *vide* 'The Lead of the Fourth-best,' 'No-Trumps Game,' pp. 87).

DISCARDING

When playing against a trump-suit declaration, discard, as a rule, from your long suit, as the probabilities are not in favour of establishing it and bringing it in; while it is inadvisable to lessen what little protection you may hold in your weak suits.

When playing under Dummy, that is upon Dummy's right, your partner must be more influ-

enced by the exposed hand than by your discard which can then afford him but little information.

When playing over Dummy, that is upon Dummy's left, your first discard should, when practicable, be made from strength, and from the suit you wish your partner to lead you. You thus indicate, by one discard, in what suit your strength lies. Should you make a practice of discarding from weakness, two discards are necessary in order to inform your partner in what suit you are strong.

Should your partner double, or should it be evident that he holds considerable trump strength, or should you hold a strong hand yourself, it may, of course, be inadvisable to part with any of your strong suit. Under such circumstances, your partner should often understand that your discard is being made from weakness.

With such a sequence as Ace, King, Queen ; or King, Queen, Jack, it is often advisable to discard the highest card, so that your partner may be in no doubt as to what is your strong suit.

PLAYING FALSE CARDS

The dealer should play a false card whenever it is to his advantage to disguise what he holds. When playing against the declaration, however, nothing is much more annoying than being misled by a partner's reckless playing of false cards, and it is remarkable to what an extent this childish and disaster-bringing practice is indulged in by weak players.

Never play a false card unless practically certain that doing so cannot affect your partner's play to his disadvantage. This might be so, for instance, when certain that your partner holds nothing, and that you are practically playing one hand against the dealer's two.

FORCING

Unless your partner doubles, you should, at the beginning of a hand, at any rate, seldom hesitate to force him. Even when he doubles, it is fre-

quently upon an all-round playing hand, when he is, possibly, only too anxious to ruff with his small trumps.

CALLING FOR TRUMPS

It is sometimes desirable, when playing against the declaration, that your partner should lead you a trump, and the recognised convention, by means of which you can impart this information, is the same as at Whist.

In following to a suit led, you play first a higher, and then a lower card of that suit. *e. g.* — Should the King, and then the Ace of Hearts be led, if you hold the 7 and the 3 of the suit, and wish to call for trumps, play the 7 upon the King first led, and the 3 upon the Ace led for the second round.

You may also call for trumps by discarding a lower card of any suit, having previously followed with, or discarded a higher card of that suit. Upon playing the lower card of the suit in

which you are calling, your call is said to be 'completed.'

Playing high to win, or to attempt to win a trick, must not be confounded with a call for trumps; but winning, or attempting to win a trick, with the higher card of a sequence, and then playing a lower card of that sequence, constitutes a call.

FINESSING BY DEALER

With the following cards in his own and Dummy's hand, it is generally advisable to take the finesse in the manner given below.

In one hand.		*In other hand.*
1. X, X, X.		**A., Q.,** X.
	Lead small card and finesse Queen.	
2. **A.,** X, X.		**K., J.,** X, X.
	Play Ace first round, finesse Jack second round.	
3. **Q., J.,** X.		**A.,** X, X, X.
	Lead Queen and finesse it; if it wins continue with Jack.	
4. **J.,** X, X.		**A., 10,** X, X.
	Lead Jack and finesse it; finesse 10 second round.	
5. **J.,** X, X.		**K., 10,** X, X.
	Lead Jack and finesse it.	

It is well perhaps to point out that the Ace and King may be interchanged in the above hands thus. No. 2 finesse — King and small ones in

one hand; Ace, Jack and small ones in the other hand. Then King should be played first round, and the Jack finessed upon the second round.

The Queen and Jack, and the Jack and 10 can also be interchanged and similar finesses taken.

RE-ENTRY

When in a position to win a trick in either hand, the dealer must be careful to do so in the hand best suited to his game. He must endeavour to keep cards of re-entry for his strong suit, after having drawn the trumps.

It often happens that a trump, in the weaker trump hand, would have been a valuable card of re-entry, had the dealer been prudent enough to keep a low trump, in the stronger trump hand with which to put in such weaker trump hand, after all the adversaries' trumps are drawn.

THE 'NO-TRUMPS' GAME

DOUBLING

With the score at love all, the original leader should, as a rule, not double unless he holds the odd trick practically safe in his own hand. With Ace, King, Queen, Jack, and two others of a suit, he may safely count upon six tricks, but unless he has another certain trick, he will do well not to double, as there is no certainty that his partner can make even one trick.

Should, however, the dealer be in such a position that twelve points will make him game, while his opponents are not so placed, then, in case of holding six practically certain tricks, the original leader should double. He will be the better placed for doing so, when holding no strength outside his one long suit, should the declaration

be made by Dummy, as he will have the advantage of leading though the declaring hand after he has made his six tricks, and when his partner has, in all probability, had the opportunity of informing him, by his discard (*vide* 'Discarding,' p. 97), in what suit he has strength. It is only under such conditions as the foregoing that the doubler is the better placed by being under the declarer.

The original leader should always double, unless perhaps within twelve points of game, when holding —

1. Ace, King, Queen, and four small ones of a suit.

2. Ace, King, Queen, and three small ones of a suit, and another Ace.

The leader's partner should also double, when holding either of the above hands, no matter in what suits, if playing according to the present custom of the leading card rooms in England. Some English authorities go so far as to say the third player should double on any suit of six cards headed by a tierce major, — the reason being that

unless he doubles, the chance of his suit being led, before the game is lost, is so very remote.

With a tierce major to six cards only, and the dealer's score in such a position that he requires two tricks at twelve a trick to make him game, it may be safer for the third player not to double the value of the trick. But should the dealer's side be within twelve points of game, and their opponents not be in that position, then the third player should double upon a suit of six cards headed by a tierce major.

Should the player on the right of the dealer double, his partner must assume he has a long suit (and more probably a red one than a black), headed by high cards. The original leader, therefore, must play his weakest numerical suit, and should his choice lie between two or three suits, he should select one that does not contain an Ace, King, or Queen, and a red one in preference to a black. If he has an Ace, he might first play it to see what is in the exposed hand, and so possibly obtain some indication as to his partner's

suit. Should Dummy have made the declaration, the information so obtained will be all the more valuable; but, in case the dealer has made the declaration, and the original leader holds Ace and Queen of a suit, it may be advisable for him not to part with the Ace, but to lead his weakest suit at once. Holding Ace and King of a suit, the original leader will, of course, play the King to see what Dummy holds.

On the Continent and in America, however, it is a recognised convention, that, in case the third player doubles a 'No-Trumps' declaration, his partner must lead a Heart, if he has one.

Under these circumstances, in order for the third player to double, it is generally necessary either that his long suit is in Hearts, or that he holds the Ace of Hearts. At any rate, he must be prepared for his partner to lead him a Heart.

When playing where the Heart convention is recognised, the third player should double when holding King, Queen, Jack, and four, or even

three, small Hearts, and another Ace. It is worth his while to double the value of the trick in order to get a Heart led, for, should his Ace be taken out of his hand before his Hearts are established, he may never make a single trick in his long suit. On the other hand, should a Heart be led originally, he stands a very good chance of making five or six tricks in the suit.

If the original leader holds the Ace of Hearts, he must lead it, and continue with his highest, so as not to block his partner's suit.

Holding Ace and King of another suit, the original leader should play his King, before playing a Heart. This may enable his partner to put him in again if he wants a Heart led a second time through Dummy.

Personally the author favours the adoption of the Heart convention, as a 'No-Trumps' declaration can then be doubled, by the third player, with far less risk than when the original leader has to lead blindly from his weakest suit.

With the two conventions at present in vogue,

it is essential that you should ascertain on which system your partner plays, before beginning the rubber.

THE ORIGINAL LEAD.

The fundamental principle guiding the original leader, playing against a 'No-Trumps' declaration, should be that his first lead is from his strongest (that is his longest) suit, which he hopes ultimately to bring in; but for various reasons, to be enumerated hereafter, the correct card to lead (especially when the suit is headed by a high card sequence of two cards only, *e. g.*, Ace, King, or King, Queen) is quite different from the correct card to lead when playing against a plain suit declaration.

With a long suit to the Ace, and no card of re-entry in another suit, the best method of making several tricks in it is to lead the fourth-best, and to hold up the master card (until the third round if necessary) to bring in your suit when

established. It is true that you may never make your Ace, but by holding it up you stand a chance of making several tricks in the suit. This is an instance in which you should forego a certain trick (unless to save or win the game) for a possible three or four tricks.

Example of holding up the Master-card.

Original leader's partner holds —

King, 8, 6.

Dummy holds — **Queen, Jack, 4.**

Dealer holds — **9.**

Original leader holds —

Ace, 10, 7, 5, 3, 2.

First Round. — The original leader leads the 5, his fourth-best; Dummy plays the Jack; the original leader's partner plays the King; and the dealer plays the 9.

Second Round. — The original leader's partner returns the 8; the dealer discards, and the original leader allows Dummy to win the trick, for he

knows his partner has one more card of his suit, which he must play should he get in, when the original leader will make four more tricks in the suit.

Should the original leader win the second round of the suit with the Ace, Dummy will be left in command of it, with the Queen, so that although his partner has one more card of the suit, the original leader will never be able to bring it in.

The lead of the fourth-best should also be adhered to when holding a suit of five or six cards headed by the Ace and King, with no card of reentry in another suit. In this case you run a possible risk of losing two certain tricks, the Ace and King, but you have a much greater chance of making several tricks in the suit, which you will do, in all probability, if your partner gets in and can return your lead. If you lead out Ace and King at once, you have only a very remote chance of making another trick in the suit.

Therefore, with a long suit of less than seven

cards, headed by Ace and King, and no card of re-entry in another suit, it will be found advantageous to assume that your partner has, at any rate, two cards of your suit, and a winning card in another suit. Your lead will show him your suit and, with no obviously better game in his own hand, he must assume yours to be a strong suit, and return it to you immediately he gets in. The chances are very great that, once your suit is returned, you (having Ace and King still left with which to win the second and third rounds) will make all your other cards in it.

With a suit of seven or more cards headed by the Ace and King, however, the King should be led, whether holding or not holding a card of re-entry outside the suit; for, should the remaining cards be evenly distributed, that is, two cards be held by each of the other three hands, you will make seven tricks at once.

Again, if you lead a small card, you may never make a trick in the suit, for, having as many as seven in your own hand, your partner may not

have a card of the suit to lead you, in case of his getting in. Your play, after leading the King, must be regulated by what is exposed in Dummy, and by the cards that fall upon the first round, and it may frequently be inadvisable to play out the Ace, if by so doing you make good one or more cards for your opponent.

With Ace, Queen, Jack, and four or less small ones, and no card of re-entry in another suit, lead the Queen. This will probably clear the suit for you (your partner if he has the King, and one other only, must play his King upon your Queen led, *vide* 'Unblocking,' 'No-Trumps Game,' p. 92), and, if your partner can return it, you will probably make the rest of your cards in it.

Leading the Queen, it is probably only necessary that your partner should hold two small cards in the suit, to enable you to bring it in, if he holds, as well, a single winning card in another suit. If, on the other hand, you lead the Ace, and the King does not fall, your partner must hold three cards in the suit for you to establish it.

With Ace, King, Jack, alone, or with others, lead King. Your further play must be guided by what is exposed in Dummy, and by the cards your partner and the dealer drop in the first round. In case of Dummy not holding the Queen, and your having no card of re-entry in another suit, you should seldom continue the suit, but wait for your partner to return it.

With Ace, Jack, 10, and others, lead Jack. Should the dealer hold King, Queen, and another, he may, unless you lead an honour, win the first round with a small card; while, if you lead your Ace, you make both his King and Queen good; but, leading the Jack, the dealer must play his King or Queen to win the trick. Now, should the second round of the suit be led by your partner, you hold the tenace over the dealer, whose remaining honour never makes. Your lead of the Jack will also possibly prevent the Queen making if in Dummy's hand, should your partner hold the King of the suit.

With an almost certain means of re-entry in

another suit, such as an Ace, or possibly a King, and Queen, the position is different, and with a long suit headed by Ace, and King, or Ace, Queen, and Jack, you should often lead King, followed by Ace and another in the first instance, and Ace, followed by Queen, in the second instance, this being the quickest way to establish the suit.

By adopting the foregoing system of leads, that is, leading your high cards when you have a card of re-entry in another suit; and leading from your high cards when you have no such card of re-entry, your partner should readily know whether you have a card of re-entry outside your chief suit or not, and can regulate his game accordingly.

We thus arrive at the following —

Table of 'No-Trumps' leads from the Ace, when holding no card of re-entry in another suit: —

With	Lead
Ace and seven or less small cards	4th best.
Ace, Queen, and six or less small cards	4th best.
Ace, King, and four or less small cards	4th best.
Ace, King, and five or more small cards	King.
Ace, King, Jack, and one or more small cards . .	King.
Ace, Queen, Jack, and five or less small cards . .	Queen.
Ace, Jack, 10, and small cards	Jack.

Leads from high card sequences not headed by Ace

Holding King, Queen, Jack, and two or more small cards, the King should always be led, and not the Jack as at Whist. It is only necessary to indicate the Ace or Queen being held, in addition to the King led. (*Vide* 'Unblocking,' 'No-Trumps Game,' p. 92.)

With a long suit of six cards or less, headed by King and Queen, and no card of re-entry in another suit, you should, upon the same principle as when

leading from a long suit to the Ace, or Ace, King, lead your fourth best. With a suit of seven or more cards in all, however, the King had better be led.

With a long suit headed by King, Queen, 10, the King should always be led when holding a card of re-entry in another suit. It should also be led when holding a suit of four cards only to King, Queen, 10, in order to prevent the Jack making upon the first round, with the possibility of holding the tenace over the dealer upon the return of the suit. With a suit of five or six cards in all, to King, Queen, 10, however, and no card of re-entry in another suit, the writer would lead his fourth-best, in the hope of his partner being in a position to enable him to establish it and bring it in; the question of the number of cards his partner is likely to hold in the suit having then to be considered. For, should the original leader lead the King, his partner must play the Ace upon it in case of his holding it once guarded only (*vide* 'Unblocking,' 'No-Trumps Game,' p. 92), and in

doing so may give the dealer the command of the suit for the third round.

By leading his fourth-best, the original leader runs the greater risk of losing two tricks in the suit, but he stands a much better chance of making four or five tricks in it.

Holding King, Jack, and 10, lead the Jack. (*Vide* 'Trump-Suit Game,' p. 59.)

As the Jack is never led from a suit, no matter what its length, which also includes the King and Queen, the Jack led, upon a 'No-Trumps' declaration, indicates that the leader either holds the Ace and 10, or the King and 10 as well; or, that the Jack is the highest card he holds in the suit.

With Queen, Jack, 10, or Queen, Jack, 9, lead Queen.

We thus arrive at the following—

Table of 'No-Trumps' leads from high card sequences not headed by the Ace:—

With	Lead
King, Queen, Jack, with or without others . .	King.
King, Queen, and five or more small cards, with or without card of re-entry	King.
King, Queen, and three or four small cards, with card of re-entry	King.
Without card of re-entry	4th best.
King, Queen, 10, to four or seven cards in all, with or without card of re-entry	King.
King, Queen, 10, to five or six cards in all, with card of re-entry	King.
Without card of re-entry	4th best.
King, Jack, 10	Jack.
Queen, Jack, 10	Queen.
Queen, Jack, 9	Queen.
Jack, 10, 9	Jack.

The Lead of the Fourth-best

It is most important when not leading a high card to lead your fourth-best, as it enables your partner, in many instances, to count your suit, and to know what cards the dealer holds against you.

Should you lead a 2, for instance, your partner knows you have a suit of four cards only, and, if he holds five cards in the suit, he will be careful to retain the command of it for the fourth round, if he can possibly do so.

The following are two examples illustrating the advantages of the 'Lead of the Fourth-best,' and the application of the 'Fourteen Rule.' (Vide *'Trump-suit Game,' p.* 62.)

I

Original leader's partner holds —
King, 9, 4.

Dummy holds — **Jack, 8, 3, 2.**

Dealer holds — **6.**

Original leader holds —
Ace, Queen, 10, 7, 5.

The original leader leads the 7, his fourth-best. His partner adds 3 to 7, then subtracts the 10 thus obtained from 14, and the remainder, 4, is, the number of cards held in other hands than the leader's, higher than the 7 led.

In this instance, the original leader's partner sees these four cards, the Jack, and 8, in Dummy, and the King and 9 in his own hand. He also knows that, as the original leader led his fourth-best, he (the original leader) holds three cards higher than the 7 originally led. These three cards must be the Ace, Queen and 10, as they are the only other three cards, in the suit, higher than the 7.

The original leader leads the 7. Should Dummy cover with the 8, the original leader's partner must play the 9, and upon winning the trick, return the King.

Should Dummy play the Jack upon the 7 led, the original leader's partner must win with the King and return the 9.

Should Dummy not cover the 7 led, the original leader's partner may play the 4, and allow the 7 to win the trick. This will inform the original leader that his partner holds both the King and 9.

The dealer's side thus never makes a trick in the suit.

Should fourth-best leads, and the 'Rule' applying

to them be ignored, it would be very difficult to avoid the command of the suit being held, upon the fourth round, by Dummy's Jack.

II

Original leader's partner holds —

Ace, Jack, 7, 3.

Dummy holds — **Queen, 9, 5, 2.**

Dealer holds — **4.**

Original leader holds —

King, 10, 8, 6.

The original leader leads the 6, his fourth-best. His partner adds 3 to 6, then subtracts the 9 thus obtained from 14, and the remainder 5, is the number of cards, held in other hands than the leader's, higher than the card led.

The original leader's partner sees these five cards, the Queen and 9 in Dummy, and the Ace, Jack, and 7, in his own hand. He also knows that the original leader holds the King, 10, and 8, as they are the only other three cards in the suit, higher than the 6 led.

The original leader leads the 6.

Should Dummy not cover, the original leader's partner may allow it to pass, when it will win the trick; or, he may himself win the trick by covering with the 7.

The original leader's partner is in a position to win any card that Dummy may cover with, and the dealer's side never makes a trick in the suit. Should fourth-best leads be ignored, however, it would again be very difficult to avoid their doing so.

In the above, and similar cases, the fourth round of the suit can be won either by the leader or his partner. Care should be taken to play the suit so that the lead, after the fourth round, remains in the hand from which it can be most advantageously continued. Should one player obviously go out of his way to retain a card with which to win the last round of the suit, his partner should be careful to get rid of the command of it.

Should the original leader, for instance, hold, in addition to his long suit, a winning card with

which he can possibly save or win the game, he should try to retain the master card of the long suit for the last round. He can generally indicate his wish to do so by playing out his lower cards (so that his partner has to win the earlier tricks) keeping his higher cards for the later rounds.

Or, should the original leader's partner hold a winning card, then he should try to win the last round of their long suit.

Again, should the original leader hold considerable strength in a suit in which Dummy shows weakness (should he, for instance, be able to beat any card held by Dummy in that suit), he should often play so as to induce his partner to win the last round of their long suit, and his partner should then understand that he was expected to lead up to that exposed weakness.

There is one exception to the original leader opening his longest suit, and that is when it consists of four cards only in a black suit headed by a 9, or even a 10. In this case, a lead of a

strengthening card in Hearts or Diamonds is preferable.

e. g. — Holding —

Hearts, Q., 4.
Diamonds, 9, 4, 2.
Clubs, 10, 7, 6, 3.
Spades, 9, 8, 5, 2.

The Queen of Hearts should certainly be led.

The lead of a strengthening card in Hearts is, of course, always preferable to one in any other suit, and is still the more likely to be advantageous should the 'No-Trumps' declaration have been made by Dummy, as the original leader may then reasonably assume that the dealer is not very strong in the suit.

UNBLOCKING

Great care must always be taken at 'No-Trumps' to avoid retaining the master card only of your partner's strong suit, and thereby blocking it.

The following are instances in which it is neces-

sary to head what is already your partner's trick, and so avoid such blocking.

With Ace and one small card, the Ace should always be played on the King led originally, and the suit returned immediately (except perhaps when Dummy holds three cards to the Jack in the suit).

With Ace and one small card, the Ace should also be played on the Queen led in all cases if the King is not in Dummy's hand, and generally even if the King is in Dummy twice guarded, as by continuing with the small card your partner's suit is established after the second round, while by holding up the Ace you cannot prevent the King making.

The exception to playing the Ace in the above case is when you are certain of saving the game by retaining it.

Similarly, with Ace and two small cards, the Ace should be played on your partner's Queen, on the second round of the suit opened by King, and followed by Queen, and the small card returned.

With King and one small card, the King should be played on partner's Queen led originally, as this lead is either from Ace, Queen, Jack, &c., or Queen, Jack, 10, &c.

Even when playing an honour upon an honour led by your partner makes a card good in the exposed hand, it is sometimes preferable to blocking the suit by holding it up. This is especially the case should you have reason to believe that your partner has a card of re-entry in another suit.

Again, with three or four to a high card in your partner's suit, if you do not play to win the trick, play your lowest card but one, or lowest card but two, upon the first round, keeping your lowest card until the last round, if necessary, to be sure, if possible, that the suit is not eventually blocked for your partner. (*Vide*, 'Showing four in your partner's suit,' p. 98.)

RETURNING THE LEAD

The advisability of returning your partner's opening lead at 'No-Trumps' cannot be too strongly insisted upon. The only justification for not doing so is the exposure of great strength in Dummy, or your having an undoubtedly better chance of saving or winning the game by taking another course.

A very common and disaster-bringing mistake among beginners is, that after winning the first trick in their partner's suit, they will persist in leading up to the exposed weakness in Dummy, and so possibly take out of the original leader's hand, before doing anything towards establishing his suit, the only card of re-entry he held.

Of all the terrible persecutions that a weak player has the power to inflict upon his partner at Bridge, that of not returning the original lead of a 'No-Trumps' hand, when he ought to do so, is the most exasperating. You cannot expect to establish two or three suits against a 'No-Trumps'

declaration, and although your partner may not be able to indicate that he is leading from great strength, it is always advisable, in case of having no certainly better game in your own hand, to assume that he is doing so, unless you are practically certain of the contrary.

In returning your partner's lead, unless you have reason to believe you have greater length in the suit than he has, it is often of less importance to attempt to enable him to count the number of cards you hold in the suit, than it is for you to return him a high card. With four of your partner's suit, therefore, it is generally advisable to return him the highest of three remaining cards. The higher of two remaining cards you should almost invariably return him.

Should your partner lead a Jack, presumably from King, Jack, 10, through Dummy, and the Queen not be exposed; if you hold the Ace, you must play it upon your partner's Jack led, giving him the tenace over the dealer's Queen, and avoiding blocking the suit.

With Ace and Queen of a suit led by your partner through Dummy, the King not being in the exposed hand, play the Ace. Never finesse against your partner, for the King may be unguarded in the dealer's hand, while, if guarded, you cannot prevent it making.

DISCARDING

The discard is of the utmost importance when playing against a 'No-Trumps' declaration, so the conventions regulating it should be thoroughly appreciated.

As the original leader's partner, your first discard should, when practicable, be from the suit you least want your partner to lead you, and your second discard should, when practicable, be from the other suit you do not want led; thus leaving your partner in no doubt as to what suit to lead. It is often advisable, even at some considerable risk, to make a discard from a second suit, in order to give your partner this information.

As the game progresses you may have to dis-

card from the suit you want led, but your partner must carefully bear in mind from what suits you firstly and secondly discarded. Thus, if your first discard to a Club led was a Heart, and the second suit from which you discarded was Spades, your partner should know that the suit you want him to lead you is Diamonds, although you may have been compelled later to discard a Diamond, or Diamonds.

Showing your suit in discarding it. It frequently happens that, in order to protect some other suit, you are forced, even on your first discard, to discard from your strong suit. When placed in this position you should first discard a higher, and then a lower card of that suit, as when calling for trumps. (*Vide* 'Calling for Trumps,' 'Trump-suit Game,' p. 67.) This, according to a recognized convention, will inform your partner that you are being forced to discard from your strength.

Showing four of your partner's suit. When holding four or more cards of your partner's

suit, it is often of great importance for him to know it. The convention, by means of which you may impart this information, is again similar to that employed when calling for trumps, viz., to play, or discard, in the first place, an unnecessarily high card, and later a lower card of that suit. In order to show four, and at the same time avoid blocking the suit for your partner, it is often necessary to play your second-best card upon the first round, when you hold exactly four cards of the suit.

When practicable, be careful to keep a card, or perhaps two cards, of your partner's suit, unless perhaps all the strength of that suit appears to be against you.

Avoid, if possible, leaving yourself with an Ace blank early in the hand, as it must then fall upon the first round of the suit, and thus possibly afford most valuable information to your opponent.

When holding one card only of a suit, it is frequently advisable, especially when playing against the dealer, to retain that card as long as

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possible, for should you not follow to the first round of the suit, your opponent can immediately locate all the other cards in it.

DEALER'S PLAY

The dealer's play may, generally speaking, be said to be mainly directed to — (I) The establishment of his own long suit, or suits ; (II) Preventing his adversaries establishing theirs ; and the play, to attain this end, often varies greatly from the 'Trump-suit Game.'

e. g. — Case I. The dealer, or his partner, frequently declares 'No-Trumps' on considerable strength in three suits and very little in the fourth. Should the dealer find great strength in Dummy in this fourth suit, headed by Ace and King, but no card of re-entry in the other suits, he should underplay from Dummy on the first round of the suit in which he holds Ace, King; as in the following example : —

Example showing how to establish and bring in a long suit headed by the Ace and King, at 'No-Trumps,' by underplaying the first round of it: —

Dummy holds —

Hearts, 6, 4.
Diamonds, 8, 7, 3.
Clubs, A., K., 8, 7, 5, 4, 2.
Spades, 9.

Dealer holds —

Hearts, A., Q., 3.
Diamonds, A., 10, 6, 2.
Clubs, 6, 3.
Spades, A., 10, 7, 4.

The original leader leads a Heart, which the dealer wins with the Queen.

The dealer then leads a Club, and no matter what the second hand plays, Dummy plays a small Club.

Now, should the fourth hand follow, Dummy makes all the rest of the cards in the suit, as the

dealer has still a Club left to lead him, and there are only two other cards of the suit to be accounted for, both of which must fall to the Ace and King.

The dealer thus makes four by cards at least.

Should Dummy play the Ace or King upon the first round, then, unless the opponents hold two Clubs each, he only makes two tricks in the suit, as his opponents must win the third round, and he has no card of re-entry in another suit.

In the above case, if Dummy held Ace, King, to five Clubs only, with no card of re-entry, a small Club should still be played on the first round, for, if the remaining six Clubs are evenly distributed between the adversaries, the dealer will thus make four tricks in the suit.

Case II. Preventing adversaries establishing their suit.

When holding the master-card, but no other high card, in your opponents' suit, it is generally advisable to hold up such master-card until the third round, or until one of your adversaries has

no more of the suit. By playing thus, you prevent the suit being brought in unless the holder has a card of re-entry in another suit. In this connection the dealer should take special care to prevent the long suit holder getting in again, *i. e.*, he should finesse deeply against his other opponent, but rarely, if at all, against the long suit holder.

When Dummy holds King and one small card, or Queen and one small card, of the original leader's suit, the honour should be played second in hand if the dealer holds no honour in the suit.

When Dummy has Queen and one small card, or Jack and one small card, of the original leader's suit, the honour should also be played second in hand, if the dealer holds the Ace of the suit guarded, but the small card if the dealer holds the King guarded.

HINTS

ALWAYS play to the score. With great strength in trumps declared against you, make the trick that saves the game on the first opportunity, and never take a risk which involves the possibility of losing a game that might have been saved.

Similarly, when you are in a position to win the game, take no risk which involves the possibility of losing it. *e. g.* — With only one trick required to win the game, do not finesse the Queen as third player in a suit in which you hold Ace, Queen, if the position of the King is doubtful. In short, make the trick that wins or saves the game as soon as possible.

As original leader holding Ace, King, and Jack, lead the King, and should the Queen not be exposed in Dummy, it is generally advisable to wait for your partner to return the suit.

As dealer, when holding Ace, King, and Jack of a suit, play the Ace or King, and do not finesse upon the first round, for the Queen may be single and fall.

As dealer, holding an honour and one small card in the suit in which Dummy has an honour and two small cards, neither of the honours being the Ace (or with position reversed), it is advisable to avoid leading the suit, yourself, for if led by your adversaries, you must (bar ruffing) make a trick on the third round. When the suit is led by your adversaries, the hand containing the honour and one small card, should never play the honour second in hand, on the first round, except to cover an honour led. *e. g.* — With Queen, and one small card in Dummy, and Jack and two small cards in dealer's hand, there is a certain trick in the suit (bar ruffing), if led by adversaries, and small cards are played on the first round by the dealer. If the dealer leads the suit, he will make no trick in it, should the Ace and King be in separate

hands. The 10 is not to be considered an honour in this case.

When playing against a 'No-Trumps' declaration, it is often very important not to part with the command of a long suit, held in one of the dealer's hands, until his other hand is void of that suit. But with a great suit of your own, or if in a position to establish your partner's suit, it may be better to win a trick upon the first opportunity, as the dealer possibly only requires one or two tricks in the suit, of which you hold the command, in order to make game, having the rest of the necessary tricks in another suit.

At 'No-Trumps,' when, as dealer, you have an established suit, and are in a position to win tricks in it in either hand, it is often not advisable to play out the suit until you have established a second suit, as your cards in the first suit may be your only means of re-entry for that second suit.

At 'No-Trumps,' as dealer, when playing out a long suit, watch carefully your opponents' discards. They must, as a general rule, discard from suits in which they are weak, thus giving you information as to where to finesse with a probability of success.

At 'No-Trumps' it is very rarely advisable to finesse third in hand, on your partner's original lead. The following example, however, illustrates a permissible exception to this general rule.

Original leader's partner holds —
Ace, 10, 3.

Dummy holds — **Queen, 8.**

Dealer holds — **?**

Original leader leads the **4.**

The original leader leads the 4, his fourth-best.

As the original leader's partner holds the 3, there is only one card, the 2, lower than the 4, that the original leader can possibly hold. His

suit, therefore, is one of five cards at most. This leaves at least three, and possibly four cards of the suit, in the dealer's hand.

If Dummy plays the 8 upon the 4 originally led, the original leader's partner should finesse the 10. For, should the original leader have led from the King, to four or five cards, the Jack in the dealer's hand, being at least twice guarded, must eventually make, so that nothing is lost in the suit by finessing; while, should the original leader have led from the Jack only, playing the Ace would make good both the King and the Queen in the opponents' hands.

Then again, should the original leader have led from the King and Jack to four cards, while the dealer holds four cards to the 9, playing the Ace upon Dummy's 8 will probably make good the dealer's 9 for the fourth round.

As Dealer, when holding a suit distributed between your own and Dummy's hand as shown below, play an honour, from the hand which contains two honours, for the first round.

Dummy holds —
King, Jack, 9, 6, 5.

Original leader holds —
Ace, 10, 7, 4 ?

Original leader's partner holds
Ace, 10, 7, 4 ?

Dealer holds —
Queen, 8, 3, 2.

Should you lead the honour, from the hand containing one honour only, then, in case of all the remaining cards of the suit being held to the right of that hand, the opponents will make the Ace and the 10. They will also do so should the remaining cards be held to the left of the hand containing one honour, unless that hand holds a card of re-entry in another suit, and is thus enabled to lead later through the 10.

By leading an honour from the hand which contains two honours, then, should one of your opponents be void of the suit, you are still in a position to finesse in either hand against the other opponent.

Remember that 6 up is a very important stage of the score, as the number of tricks necessary to make game in either 'No-Trumps,' Hearts, Diamonds, or Clubs is then reduced by one. — An effort therefore should always be made to arrive at 6 up yourself, and to prevent your adversaries doing so. — Do not miss a certainty of making your score 6 up, in an attempt to make it 8 or 10.

Again, and similarly, 12, 14, and 18 up are very important stages of the score.

DUMMY BRIDGE

DUMMY BRIDGE is played by three players. Whoever cuts the lowest card plays Dummy and deals. The player of Dummy first deals for himself, but whenever dealing, whether for himself or for Dummy, must first look at the hand for which he has dealt.

First Hand. The player of Dummy deals, all the cards being turned face downwards. The dealer looks at his own hand, and if not disposed to declare from it, passes the declaration to Dummy.

Dummy must then declare 'No-Trumps,' if he holds three or four Aces; and, not holding such Aces, his longest suit; or, if two suits are of equal length, the strongest by addition of pips — an Ace counting eleven, and picture cards, ten

each. Should the two suits still be equal, the higher valued one must be declared.

The player of Dummy then informs his opponents what Dummy declares, and should they double, he may redouble, although he has looked at both his hands. In case however, of the player of Dummy making the declaration from the dealing hand, he can only redouble upon that hand.

The player upon the dealer's left leads, and immediately he has done so, but not before, Dummy's hand is exposed.

Second Hand. — The player upon Dummy's right deals, and may either declare trumps himself, or pass to his partner, as at the four-handed game.

Whenever the opponents of Dummy deal, the player of Dummy looks only at the hand from which he has to lead, and can double upon that hand alone, to be redoubled possibly by his opponents.

Dummy leads, and his hand is exposed. The

dealer's partner, however, does not expose his hand, but plays his own cards as though playing against the declaration.

Third Hand. — Dummy deals. The player of Dummy looks first at Dummy's hand, and may either declare for Dummy, or pass to his own hand. He then informs his opponents what suit is declared. The matter of doubling or not doubling settled, the player upon Dummy's left leads, and immediately he has done so, but not before, Dummy's hand is exposed.

Fourth Hand. — The player upon Dummy's left deals. The player of Dummy, only looks at his own hand before leading, and directly he has led, but not before, Dummy's hand is exposed. The dealer's partner again plays his own hand.

Under the foregoing and generally adopted method of playing Dummy Bridge, the original Dummy hand is the only one ever exposed, and this, in the writer's opinion, is far preferable to the other method, in which two hands are exposed when either of Dummy's adversaries deal.

A great improvement upon the ordinary, and somewhat tedious Dummy rubber, is for each player to take Dummy for one game only; the winner, or winners, of each game to score 50 points (instead of the usual 100 rubber points) in addition to the balance of points scored in the game.

DOUBLE DUMMY BRIDGE

DUMMY'S hand is always exposed, whether he deals or not. The player's hand is never exposed.

Each player first looks at the hand from which he deals, whether dealing for himself or his Dummy.

When the dealing hand passes the declaration, the same rules apply as in the three-handed game, both as regards the declaration and doubling.

Previous to the first card being led, the original leader must only look at the hand from which he has to lead before deciding whether he will double or not.

The Dummy hands are not exposed until a card is led.

THE LAWS OF BRIDGE*

THE RUBBER

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING

2. A game consists of 30 points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the 30 points necessary for the game are counted.

4. Each trick above six counts 2 points when

* Reprinted, verbatim, from the 'Laws of Bridge, etc.,' by 'Boaz,' by arrangement with the publishers, Thos. De La Rue & Co., Ltd.

Spades are trumps, 4 points when Clubs are trumps, 6 points when Diamonds are trumps, 8 points when Hearts are trumps, and 12 points when there are no trumps.

5. Honours consist of Ace, King, Queen, Knave, and 10 of the trump suit. When there are no trumps they consist of the four Aces.

6. Honours in trumps are thus reckoned: —

If a player and his partner conjointly hold —

I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.

II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.

III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds —

I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.

II. Any four honours of the trump suit, they score for honours eight times the value of the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value — *e. g.*, 2 points in Spades and 6 points in Diamonds; and the value of honours is in no way affected by any doubling or re-doubling that may take place under Laws 53–56.

7. HONOURS, when there are no trumps, are thus reckoned: —

If a player and his partner conjointly hold —

I. The four Aces, they score for honours 40 points.

II. Any three Aces, they score for honours 30 points.

If a player in his own hand holds —

The four Aces, he and his partner score for honours 100 points.

8. CHICANE is thus reckoned: —

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or re-doubling that may take place under Laws 53–56.

9. SLAM is thus reckoned: —

If a player and his partner make, independently of any tricks taken for the revoke penalty —

I. All thirteen tricks, they score for Grand Slam 40 points.

II. Twelve tricks, they score for Little Slam 20 points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player and his partner are added up, 100 points are added to the score of the winners of the rubber, and the difference between the two

scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting Honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

CUTTING

14. The Ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card

be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

ENTRY AND RE-ENTRY

22. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry;

the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING

27. The pack must neither be shuffled below the table nor so that the face of any card be seen.

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle, once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL

34. Each player deals in his turn; the order of dealing goes to the left.

35. The player on the dealer's right cuts the

pack, and, in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards.

A NEW DEAL

39. There must be a new deal —

I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.

II. If any card be faced in the pack.

III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.

IV. Should the last card not come in its regular order to the dealer.

V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer may claim a new deal. A card similarly exposed by

the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

42. If a player, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal.

43. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

44. Should three players have their right number of cards — the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for

any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

45. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

46. Any one dealing out of turn, or with the adversary's cards, may be stopped before the last card is dealt, after which the game must proceed as if no mistake had been made.

47. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

48. The dealer, having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played without trumps. If he exercise that option he shall do so by naming the suit, or by saying 'No trumps.'

49. If the dealer does not wish to exercise his option, he may pass it to his partner by saying "I leave it to you, Partner," and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

50. If the dealer's partner make the declaration out of his turn, either of the adversaries has the right, after looking at his hand, but before any declaration is made as to doubling or not doubling, to claim a fresh deal. He may not consult with his partner as to whether this penalty should be exacted or not. If any declaration as to doubling or not doubling shall have been made, or if no new deal is claimed, the declaration so wrongly made by the dealer's partner stands good.

51. If either of the dealer's adversaries makes the declaration, the dealer may, after looking at his hand, either claim a fresh deal or proceed as if no such declaration had been made.

52. A declaration once made cannot be altered, save as provided above.

DOUBLING AND RE-DOUBLING

53. The effect of doubling and re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

54. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The dealer's left-hand adversary has the first right. If he does not wish to double he shall say to his partner "May I play?" His partner shall answer "Yes," or "I double."

55. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has made the trump declaration has the first right of re-doubling. The question "May I play?" shall be addressed by the dealer's left-hand adversary (after a doubling by him or his partner) to the player who has made the trump declaration, who shall answer "I am satisfied," or "I re-double." If he answer "I am satisfied," the question shall then be ad-

dressed to his partner, who shall answer "Yes," or "I re-double."

56. If the dealer or his partner elect to re-double, their adversaries have the right of re-doubling again. The original doubler has the first right. The process of re-doubling may be continued indefinitely, the first right to continue the re-doubling on behalf of a partnership being in that partner who last re-doubled on behalf of that partnership. When he expresses himself satisfied, the right to continue the re-doubling passes to his partner.

57. When the question "May I play?" has been finally answered in the affirmative, or when the dealer's left-hand adversary, being the last person who has the right to continue the re-doubling, expresses himself satisfied, the dealer's left-hand adversary shall lead a card.

58. A declaration once made cannot be altered.

DUMMY

59. As soon as a card is led, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner.

60. After exposing Dummy, the dealer's partner may indicate to the dealer the hand from which the dealer has to lead, or, if the latter has led from the wrong hand, may draw attention to the error, in which case the dealer must lead from the right hand, unless the second hand has played, when the dealer is not entitled to rectify the error; but the dealer's partner may take no other part in the play of the hand, other than the mechanical part of playing from Dummy any card named by the dealer.

61. The dealer's partner may ask if he (the dealer) has a card of the suit which he may have

renounced; but if he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

62. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

63. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

64. A card once played or named by the dealer as to be played from his own hand or from Dummy cannot be taken back, except to save a revoke, or as provided by Law 60.

65. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

66. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke and the error not be discovered until the trick is turned and quitted, the trick stands good.

67. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; but, having played a card from his own hand, he may not recall that card except to save a revoke.

EXPOSED CARDS

68. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either of the adversaries may, without consultation with his partner, claim a new deal.

69. If after the deal has been completed, and before a card is led, any player shall expose a

card, his partner shall forfeit any right to double or re-double which he would otherwise have been entitled to exercise; and in the case of a card being so exposed by the leader's partner, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

CARDS LIABLE TO BE CALLED

70. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

71. The following are exposed cards: —

I. Two or more cards played at once.

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

72. If either of the dealer's adversaries play to an imperfect trick the best card on the table, or

lead one which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

73. If either of the dealer's adversaries throw his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

74. If all the players throw their cards on the table face upwards, the hands are abandoned; and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

75. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

76. If either of the dealer's adversaries, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

77. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

78. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty.

79. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are (subject to Rule 60) taken back; and there is no penalty against any one,

excepting the original offender, and then only when he is one of the dealer's adversaries.

80. In no case can a player be compelled to play a card which would oblige him to revoke.

81. The call of a card may be repeated until such card has been played.

82. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK

83. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

84. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick,

and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

85. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player (not being Dummy) is however, liable for all revokes which he may have meanwhile made.

THE REVOKE

86. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

87. The penalty for a revoke —

I. Is at the option of the adversaries, who at the end of the hand may, after consultation, either take three tricks from the revoking player and add them to their own — or deduct the value of three tricks from his score — or add the value of three tricks to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the hand in which it occurs;

IV. Cannot be divided — *i. e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.

V. In whatever way the penalty may be en-

forced, under no circumstances can the side revoking score Game, Grand Slam or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than 28.

88. A revoke is established if the trick in which it occur be turned and quitted — *i. e.*, the hand removed from that trick after it has been turned face downwards on the table — or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

89. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

90. At the end of the hand, the claimants of a revoke may search all the tricks.

91. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

92. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

93. A revoke cannot be claimed after the cards have been cut for the following deal.

94. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must

be decided by the actual state of the score after the penalty is paid.

95. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game by that hand; each is punished at the discretion of his adversary.

CALLING FOR NEW CARDS

96. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES

97. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

98. If either of the dealer's adversaries, prior to his partner playing, should call attention to the trick — either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him — the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

99. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

100. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

101. A bystander, by agreement among the players, may decide any question.

102. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

103. Any player may demand to see the last

trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand — viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

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